



Since 1951

BURLINGTON LIONS-OPTIMIST MINOR HOCKEY ASSOCIATION

29th ANNUAL HOUSE LEAGUE TOURNAMENT

March 19 - 22, 2009

TOURNAMENT RULES

1. All teams will be registered house league teams. **Absolutely no Select teams will be accepted.**
2. All tournament entry fees must be paid by cash or cheque in full before a team is allowed to compete.
3. Finalized rosters for tournaments excluding any injured/missing players must equal or exceed ten (10) skaters and one (1) goalie, failing which permission to attend the tournament will not be granted. Teams with only one (1) goalie on its roster may choose a replacement if their rostered goalie is unavailable for a tournament. (Please follow the procedures below to arrange the replacement.) In isolated cases where a player at the last moment can not attend for illness or injury reasons only, the Coach may approach the Tournament Committee Chair and seek approval to add a like number of player(s) to replace any injured/sick players originally intending to play in the tournament. If approval is not forthcoming, the team must withdraw from the tournament with no refunds.

IT IS THE RESPONSIBILITY OF THE HEAD COACH REQUESTING ANY CHANGE TO THEIR ROSTER TO PLACE THE MATTER IN PRINT (EMAIL WILL SUFFICE) TO BOTH THE PERSON APPROVING SAME AND OUR OFFICE. THE APPROVAL WILL ONLY BECOME EFFECTIVE ONCE THIS IS COMPLETED AND ACKNOWLEDGED, BY RETURN EMAIL, BY THE PERSON PROVIDING THE APPROVAL.

Final approval of a team's roster is given by the Tournament Committee of the hosting tournament organization. Coaches must seek this approval prior to commencement of the.
4. All HC playing rules shall be enforced. OHF minimum suspension list is in effect. Any suspensions not completely served during the tournament will carry over into regular league play. A letter will be sent to your Hockey Association reporting the misdemeanor. **An official's decision will be FINAL (no exceptions). The Tournament Director will not have the authority to overrule a referee's decision.**
5. Handshakes will take place at the beginning of the game.
6. All teams must be ready to play 30 minutes prior to their scheduled game time and Game Sheets must be filled out 45 minutes prior to the scheduled game time. Games may start early if the ice is ready. Game times are subject to change due to any unforeseen circumstances.
7. The Tournament Director reserves the right to make any decision regarding the interpretation of tournament rules. All decisions of the Tournament Director and Committee are **FINAL**. In the event of a dispute, the ALLIANCE rules apply. The Tournament Director and Committee are not liable for any injury, accident, or loss of articles, which may be incurred by players or team officials while participating in the Hockey Tournament.
8. All games excluding the Championship will consist of three ten-minute stop time periods with a curfew if necessary as determined by the tournament organizers. No time outs will be permitted.
9. The Championship games will consist of the first two periods of ten minutes stop time and the third period of twelve minutes stop time. Please see (a) in relation to semi final and championship games.
 - a) If tied at the end of regulation play, a five (5) minute sudden victory overtime period will be played. If still tied, a shoot out shall take place. Prior to the start of the game, the coach from each team must list ten players in numerical order that would participate in a shoot out if required. The first five players listed from each team will all participate in the shoot out. If still tied, after the five players have taken their shots, the shoot out will continue one player per team from the remaining five players listed until a winner is decided. If still tied after all ten players have participated, the coach will assign the remaining players from their team. The same player cannot participate in the shoot out until all players on the team have participated. Prior to the game, the number of shooters to be listed initially, to the maximum indicated above of 10, will be limited to the lower of the number of skaters/shooters for a team of 10. If a team has less than 10 skaters, once all these players have participated in a shoot out, then both teams will go back to #1 and continue on until there is a winner. Players will participate concurrently. Both #1's will shoot at the same time, #2's, etc.

Note - Any player serving a penalty that hasn't expired by the end of the overtime may not participate in the shoot out.
10. **MERCY RULE:** When there is a five or more goal difference, the third period will be running time until the deficit is reduced to below five goals. Penalties while clock is running will commence when puck is dropped. If a penalty is assessed in running time, e.g 2 minute penalty will equate to a 3 minute penalty and a 5 minute penalty will equate to a 7.5 minute penalty in running time.

11. The score for a defaulted game shall be 1-0 for the non-offending team.
12. **STANDINGS** - 2 points for a win
 1 point for a tie
13. In the event of a two (2) way tie for first place or the tie being for other than first place position in the standings, the following tie breakers will be used:
- (A) The team with the most wins of the games between the two tied teams in regular season play gains the higher position.
 - (B) The team with the most wins (all tournament games) gains the higher position.
 - (C) If the two (2) teams are still tied after A and B have been applied, and then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner: Total number of goals for divided by the total number of goals (for and against).
- NOTE: ALL** games are included

Example: For = 10 goals
Against = 4 goals
Percentage: $10/10+4 = .714$

NOTE: The higher percentage (1.0 being the highest attainable) gains the higher position

- (D) If the two (2) teams are still tied after A, B and C have been applied, the team with the least number of minutes in penalties throughout all of the tournament games gains the higher position.
- (E) If the two (2) teams are still tied after A, B, C and D have been applied, then the team that scored the first goal in the first game between the two (2) tied teams gains the higher position.
- (F) If the two (2) teams are still tied after A, B, C, D., and E have been applied, then a single coin toss will determine which team gains the higher position.

IF THREE (3) TEAMS OR MORE ARE TIED

NOTE: The three team tiebreaker is used to determine the seeding of the 1st, 2nd and 3rd seed.
If any step in the tiebreaker only seeds one team, that team assumes that position. The three team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

If three (3) teams or more are tied, the point record established in the games **AMONG THE TIED TEAMS ONLY** will be used as the first tie breaking formula in deciding which team(s) shall advance.

- (A) The team(s) with the most wins would gain the highest position.
- (B) If the teams are still tied after B has been applied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner: Total number of goals for divided by the total number of goals (for and against).

NOTE: ALL round robin games are included

Example: For = 10 goals
Against = 4 goals
Percentage: $10/10+4 = .714$

NOTE: The higher percentage (1.0 being the highest attainable) gains the higher position

The exercise of (B) establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. **They do not go back to the Two Team Tiebreaker.** An example is as follows:

- (1) Team A - .714 = 1 seed – Advances
Team B - .500 = 3 seed – Does not advance
Team C - .650 = 2 seed – Advances
- (2) Team A - .714 = 1 seed – Advances
Team B - .500 = Still tied with Team C (go to next step C)
Team C - .500 = Still tied with Team B (go to next step C)
- (3) Team A - .650 = Still tied with Team B (go to next step C)
Team B - .650 = Still tied with Team A (go to next step C)
Team C - .500 = Does not advance
- (C) If teams are still tied after (B1) and (B2), the team with the fewest goals against (all round robin games played) will gain the highest position.
- (D) If teams are still tied after (A), (B) and (C) the team with the most goals for (all round robin games played) will gain the highest position.
- (E) If teams are still tied after (A), (B), (C) and (D) have been applied, the team to qualify would be the team that received the least number of minutes in penalties throughout **all** of the tournament games.

Note: Teams will have until 5 p.m. game day to verify results of games at tournament headquarters. Teams may dispute game results should they have reasonable proof. All decisions of the Tournament Director are final.

14. All players and team officials must have approved House League Team Roster sheets for the current hockey season. Roster sheets MUST be submitted two (2) weeks prior to the start of the tournament. No changes in players after this date without authorization of the Tournament Director. Any discrepancy in age of a player must be addressed by a written letter from the President of your minor hockey association.
15. All teams participating in the tournament shall be responsible for their own insurance coverage.
16. All players must wear CSA approved helmets with CSA Stickers, facemasks, and BNQ neck protectors.
17. Each player participating in the Championship Game will receive individual awards.
18. Championship teams will receive a championship cup.
19. Please leave the dressing rooms in a clean condition after use. You are responsible for any damage. Please check your dressing prior to your game(s) and report any damage.

NOTE: Tournament Office Number at Appleby Arena– 905-331-3112
Tournament Director – Bob Brown

Scores can be checked on Blade Net @

<http://allplayers.bladenet.net/allplayers/index.do?jsessionid=175F89C327320C371FC19CBD364E3C67?associationCode=CA00000069&seasonNumber=0&scheduleGroupNumber=5>

Scores will be posted as soon as possible. Please note games played outside of Appleby, may take longer to be posted. The link to the schedule will also be posted on our BLOMHA website at www.blomha.on.ca

Arena Legend & Addresses

Appleby Arena – AP (rinks 1 or 2 specified)

1201 Appleby Line
905-331-7465

http://www.arenamaps.com/view_arena.php?position=0&arena_name=appleby+ice+centre&city=burlington&state=ON&zip=&country=&id=1855&sport=0

Central Arena – written out in full

519 Drury Lane
905-634-5571

http://www.arenamaps.com/view_arena.php?position=0&arena_name=central&city=burlington&state=ON&zip=&country=&id=1375&sport=0

Mainway Arena – M (either A or B is then specified)

4015 Mainway
905-336-1877

http://www.arenamaps.com/view_arena.php?position=0&arena_name=mainway&city=burlington&state=ON&zip=&country=&id=1461&sport=0